

# CSC 3620 – Project 0

This assignment is a review assignment for material you learned in the last class.

## Notes

- You may make NO EDITS to either the HTML or CSS files provided in the starter for this project
- The only place your work goes is in the app.js file
- You MUST use vanilla JavaScript for all your work on this project

## Similarity Identifier

You'll be finishing the code for a simple "find the matching icon" game. All your work is on the JavaScript for this. I have provided a partial file in which to work. You are expected to complete the missing items as outlined below and must use the exact function names specified.

- Write JavaScript to correctly select the appropriate page items for the missing code at the top
- shuffle function
  - o Takes in an array
  - o Returns a shuffled array
  - o You can simply loop over the array and swap each element with another random spot in the array here. You don't need any super complicated shuffling. Make sure you are updating the array that was passed in.
- startGame function
  - o Takes in nothing
  - o Returns nothing
  - o Todo:
    - Empty the openCards array
    - Shuffle the deck of cards
    - Empty out the deck element and insert all the cards back into it after it is shuffled
    - Remove the show, open, match, and disabled CSS classes from all the cards
- displayCard function
  - o Takes in nothing
  - o Returns nothing
  - o You need to toggle the open, show, and disabled CSS classes
- cardOpen function
  - o Takes in nothing
  - o Returns nothing
  - o Todo:
    - Add the card to the opened cards array
    - If there are two opened cards and they match call the matched function
    - If there are two opened cards and they don't match call the unmatched function

- matched function
  - o Takes in nothing
  - o Returns nothing
  - o Add the match and disabled classes to the opened cards
  - o Remove the show, open, and no-event classes from the opened cards
  - o Empty the array of opened cards
- unmatched
  - o Takes in nothing
  - o Returns nothing
  - o Set the unmatched class on the open cards
  - o Call the disable function
  - o Call setTimeout with a time of 1100 and inside it
    - Set the show, open, and no-event classes on the opened cards
    - Call the enable function
    - Empty the array of opened cards
- At the bottom
  - o Write a loop to attach two event listeners to each card: one for displayCard and one for cardOpen

### **To Earn an A**

- Get this project done and working properly. There is no B or C on it.

### **Submission**

To submit your work, you will need to ZIP up all of the content, including any images and subdirectories you have. Be sure to include any provided items from the starter code as well. You will submit your file through the portal. Please let me know if you have any questions.